

VIDEO GAME

OPERATION
MANUAL

SUBMARINE

CARTRIDGE NO. PC-505

Before playing the game in this cartridge, please read the following important information carefully.

PC-505 CONTROL FUNCTION	NAME OF THE CONTROL ON GAME CONSOLE UNIT
Power On/Off and Volume Control	Power On/Off and Volume Control
Team-L Skill Selection	TEAM-L Switch
Team-R Skill Selection	TEAM-R Switch
Automatic/Manual Fire	Serve Switch
Game Reset	Game Reset Switch
Manual Fire (Right Player)	Manual Serve/Fire Button (Right Player)
Right Player control (Horizontal Movement only)	Right Player Joystick Control
Game Selection	Game Select Buttons
Left Player Control (Horizontal Movement only)	Left Player Joystick Control
Manual Fire (Left Player)	Manual Serve/Fire Button (Left Player)

N.B. Some switches of the console are not made use of when playing PC-505. The user should not misunderstand that they are malfunctioning; neither should he be misled by the switch names which are based on other PC-series and are servicing the intended functions fully and properly therein.

GAME DESCRIPTION

1. TWO-PLAYER SEA BATTLE — (Depress select button no. 3)

Game pattern is as shown in Fig. 1

Left player controls the horizontal movement of the destroyer and the right player controls the horizontal movement of the submarine.

Both the submarine and the destroyer will stop for a center position of the joystick. The cargo ship moves across the upper part of the screen at a fixed speed.

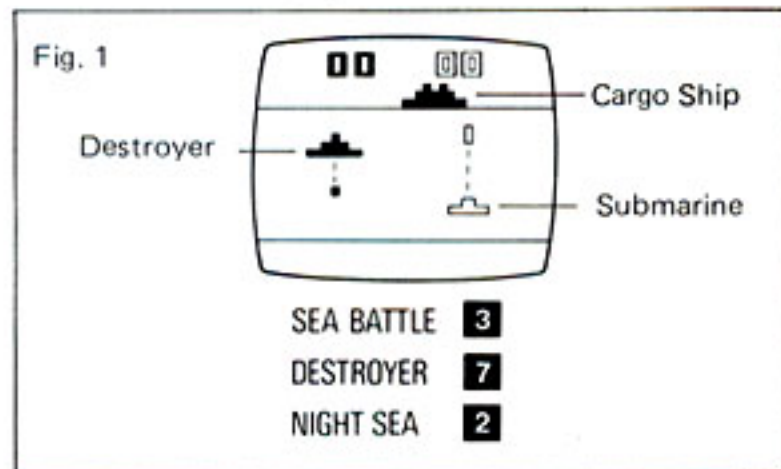
The submarine player fires torpedoes to score one point for hitting the cargo ship and scores two points for hitting a restricted area of the destroyer. If the **Team-R** Skill switch is at **AM** position, the submarine player scores a point if the torpedo hits any area of the destroyer. The destroyer player drops depth charges at the submarine and scores a point for hitting an area close to the submarine and scores two points for a direct hit if the **Team-L** Skill switch is at **PRO** position.

A hit of the torpedo on the cargo ship or the destroyer will cause the cargo ship to disappear for the duration of the explosion and the destroyer ship will change color. A depth charge hitting the submarine will cause the submarine to change colors during the explosion.

Neither ship is allowed to go off-screen and only one

torpedo will appear on the screen at any time, rising from the submarine to either strike a ship and cause an explosion or disappear. Only one depth charge will appear on the screen at any time, falling from the destroyer to explode on the submarine or disappear when hitting the sea bottom.

Sounds include submarine sonar, torpedo firing and explosions. The game is over when either player scores 30 points.



2. ONE-PLAYER SUBMARINE — (Depress select button no. 10)

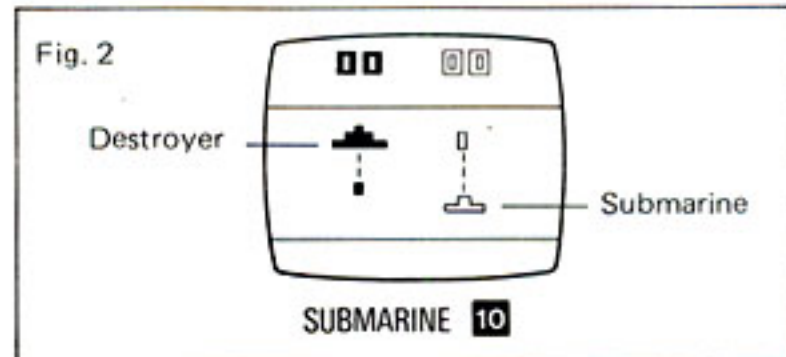
Game pattern is as shown in Fig. 2

Right player controls the horizontal movement of the submarine and fires torpedoes at the destroyer ship. There is no cargo ship in this game. The destroyer moves

across the screen dropping depth charges. As the depth charge falls, it will either hit the submarine and cause an explosion or hit the sea bottom and drop another depth charge.

The player scores one point if the torpedo hits any area of the destroyer (**Team-R** Skill switch is at **AM** position). Two points are scored if the torpedo hits a restricted area of the destroyer and **Team-R** Skill switch is at **PRO** position. Points against the player are scored if the depth charges hit the submarine. One point is scored for a hit close to the submarine and two points for a direct hit if **Team-L** Skill switch is at **PRO** position.

When either ship has been hit an explosion will occur and the ship that was hit will change color. It is possible that both ships have been destroyed at the same time. The sounds include the destroyer ship engine submarine sonar, torpedo firing and explosions. The game is over when either the player scores 30 points or the destroyer has accumulated 30.



3. ONE-PLAYER DESTROYER — (Depress select button no. 7)

Game pattern is as shown in Fig. 1

Left player controls the horizontal movement of the destroyer and the firings of the depth charges. This player must protect his ship and the cargo ship from the **torpedoes fired automatically from the submarine**. As the submarine's torpedoes explode from a ship impact, another torpedo is launched after the 3½ second explosion. Torpedoes that miss the destroyer ship or the cargo ship will disappear in the air and a new torpedo will be launched. The submarine moves across the screen reversing its direction at each edge of the screen.

The scoring for this game is the same as for the previous games. The sounds include submarine sonar, firing and explosions. The game is over when either the player scores 30 points or the submarine has accumulated 30 points.

4. TWO-PLAYER NIGHT SEA — (Depress select button no. 2)

Game pattern is as shown in Fig. 1

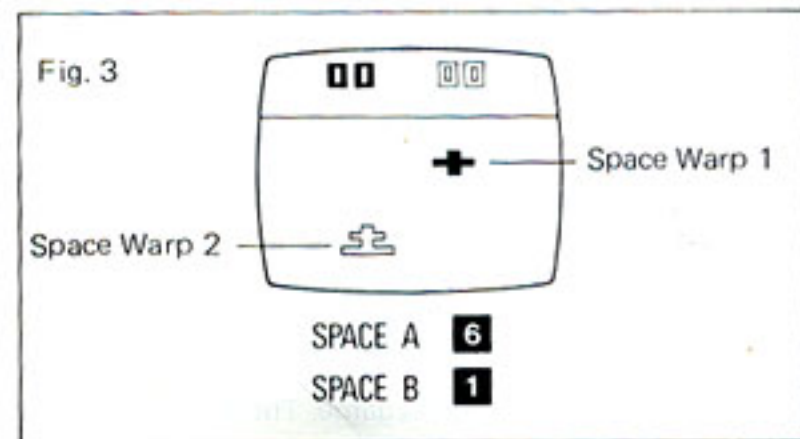
Left player controls the horizontal movement of the destroyer and the right player controls the horizontal movement of the submarine. The cargo ship traverses the screen, changing directions when it reaches the edge of the screen. This game plays just like the two-player Sea Battle, except that the only time the submarine is visible is when a torpedo has been fired. Likewise, the

cargo ship and the destroyer are not visible until a depth charge has been dropped. Scoring, Skill Switch selections, and sounds are the same as described in Sea Battle.

5. TWO-PLAYER SPACE A — (Depress select button no. 6)

Game pattern is as shown in Fig. 3

Left player controls the Space Warp 1 vehicle and the right player controls the Space Warp 2 vehicle. Missiles are fired from one ship towards the other. There is no equivalent of a cargo ship from the Sea Battle games in this space game. The object is to fire your missiles at your opponent's vehicle and score either one or two points for the type of hit dependent upon the Skill switch setting. The sounds include sounds for missile firings and explosions. The game is over when either player reaches 30 points.



6. TWO-PLAYER SPACE B – (Depress select button no. 1)

Game pattern is as shown in Fig. 3

This two player game is very similar to the game Space A except that the **space vehicle is only visible when it has fired a missile.**

HINTS

1. After game selection, reset the game to get a complete displaying game area.
2. Make sure that the Auto/Manu Serve switch in the console is in "Manu" position.
3. Reset the score to zero after each round by using the "Game Reset" button.